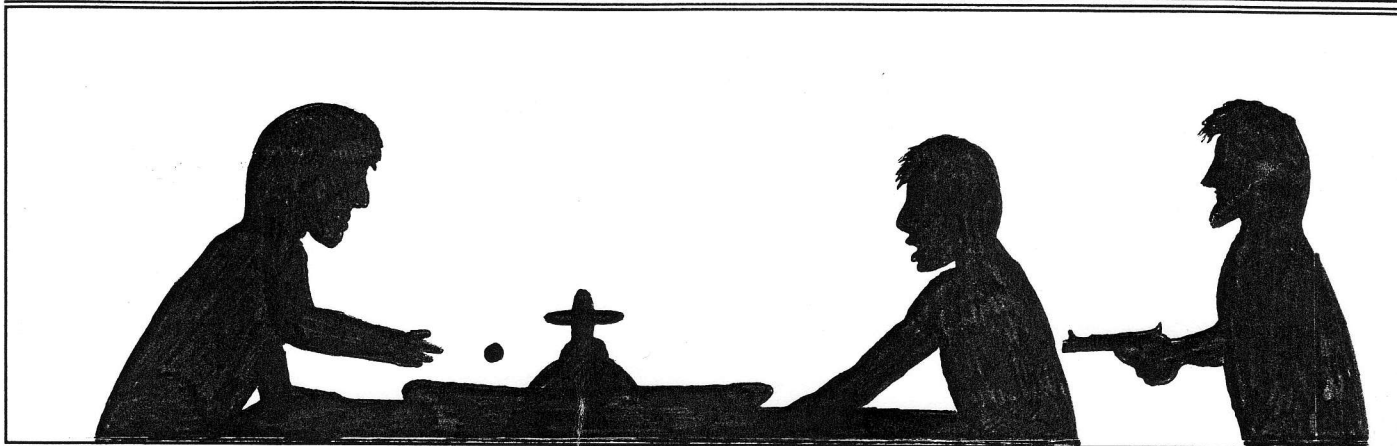


CORRUPTION

SOLUTION BOOK

By Magnetic Scrolls Ltd.



Corruption

BACKGROUND

Following a brilliant deal with Scott Electronics, you are offered a partnership in the City firm of Rogers and Rogers. It's what you've always wanted, and the adventure starts as you arrive at the office on your first day as a member of Senior Management.

But things are not quite what they seem, and if you don't act fast and correctly you will end up in jail, the victim of a frame up. The objective of the game is to establish your own innocence, and to turn the tables on those who have framed you.

HOW TO USE THIS BOOK

The *Corruption* solution book has been designed to let you unfold the story and answers of the game without allowing you to stumble upon anything you are not looking for.

If you have a question about a particular part of the game, refer to the map, find the name of the location, and then look it up under the appropriate heading in Section One. Glance down the list of questions, choose the closest to your problem, and then look up the same room reference in Section Two. If you are still stuck, follow the reference onto Section Three, which includes the full answer.

Following Section Three, there is a list of the more important objects in the game, where to find them and their use, plus a sequence of events, which gives the times of specific happenings throughout the

game. And for the hopelessly stuck, the solution book finishes with a complete run-through of just one of the ways that *Corruption* can be finished.

GENERAL HINTS 'N' TIPS

1. Carry everything you can as you never know when you might need it. Of course, some of these may not be either essential or even useful.
2. Save your position often, as the unexpected can, and often will, happen. But remember, if you have failed to carry out an essential act in the sequence prior to saving your position, your saved game will be flawed, and it may not be possible to play to a winning conclusion from it.
3. There are more objects in certain locations than immediately meet the eye. Examine and look in everything possible.
4. The characters in this adventure are following their own plans. Some of them are in the process of making sure you are accused of a crime you did not commit. You may have to play whole games concentrating on individual characters, to determine their movements and the significance of them. In such games you will have neither the time nor the opportunity to look after your own interests. In these circumstances, make suitable notes, and be prepared to restart the game again.
5. Timing is very important. There is plenty of slack time built into much of the game, but occa-

sionally it may be useful to know the rules that govern its passage. Each move takes one minute with the following exceptions:

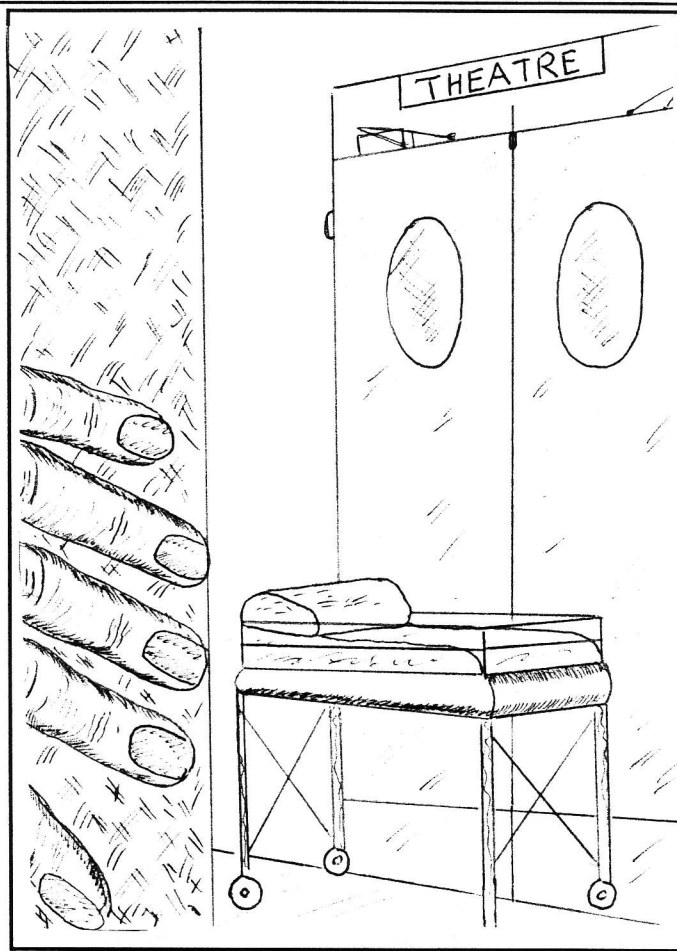
(i) System commands such as GRAPHICS do not use any time.

(ii) Unrecognised vocabulary uses no time.

(iii) Invalid actions do use time, with the exception of taking items that are not present, and dropping items that you are not carrying.

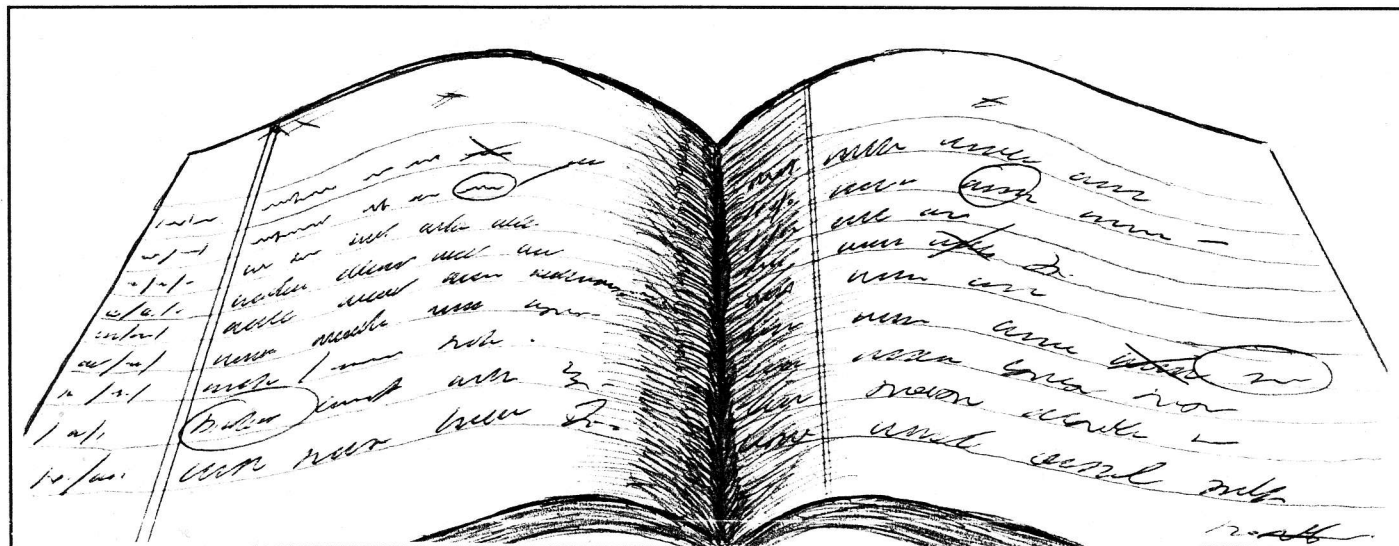
(iv) Multiple TAKES, DROPS and EXAMINES take only one minute, provided the verbs are not mixed with each other, and provided the verb is not repeated in the same command. If these multiple command verbs are mixed, then one minute passes for each occurrence of a verb in the command. Eg: TAKE LEDGER AND CERTIFICATE takes only one minute. TAKE LEDGER AND TAKE CERTIFICATE takes two minutes. TAKE LEDGER AND CERTIFICATE AND EXAMINE BRIEFCASE takes two minutes. The importance of this can be seen by the following example. If, at the beginning of the game, you want to take both the Ledger and the Certificate, and to tell Davis that the Fraud Office wants him (after popping into the dealing room) before he sees Hughes, you MUST take both Ledger and Certificate with a one-minute command, or you will not have time to tell him.

6. You can WAIT UNTIL hh:mm (the time in hours and minutes) as well as passing one minute doing nothing but WAIT. But you will not always be allowed to wait until the time you specify, if an important event will happen during the intervening period.



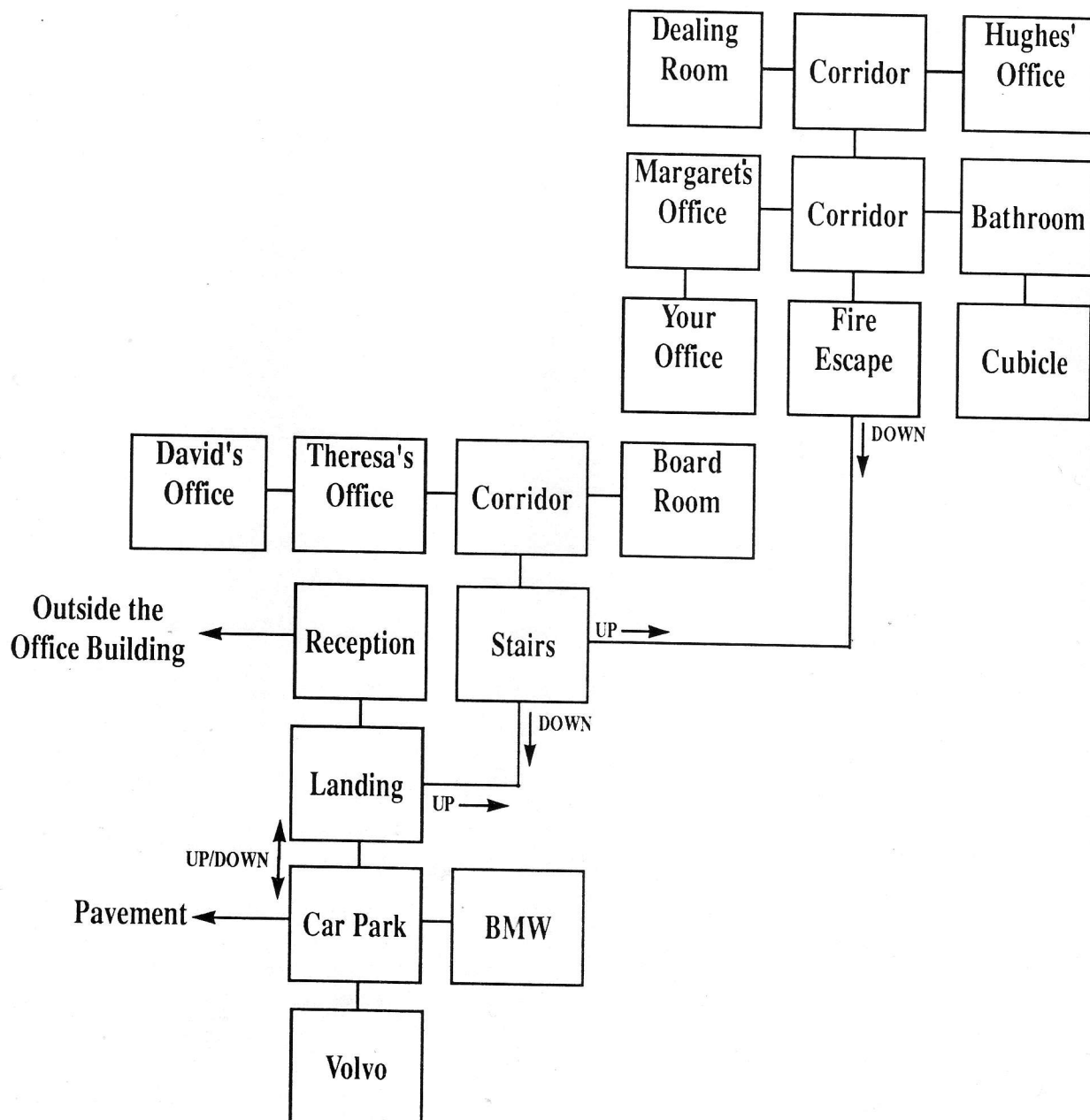
7. If you need to WAIT for an event to happen, it is often better to type LOOK repeatedly, as WAIT will not always give a commentary on what is going on around you. For example, David's arrival in the bathroom will be reported with WAIT, but Margaret's completion of making out a cheque will not.

8. The hospital section is undoubtedly the most tricky one to complete, even when you know the method! It is a very good idea to SAVE as soon as you arrive in hospital - and watch out for Nurse Stevenson!



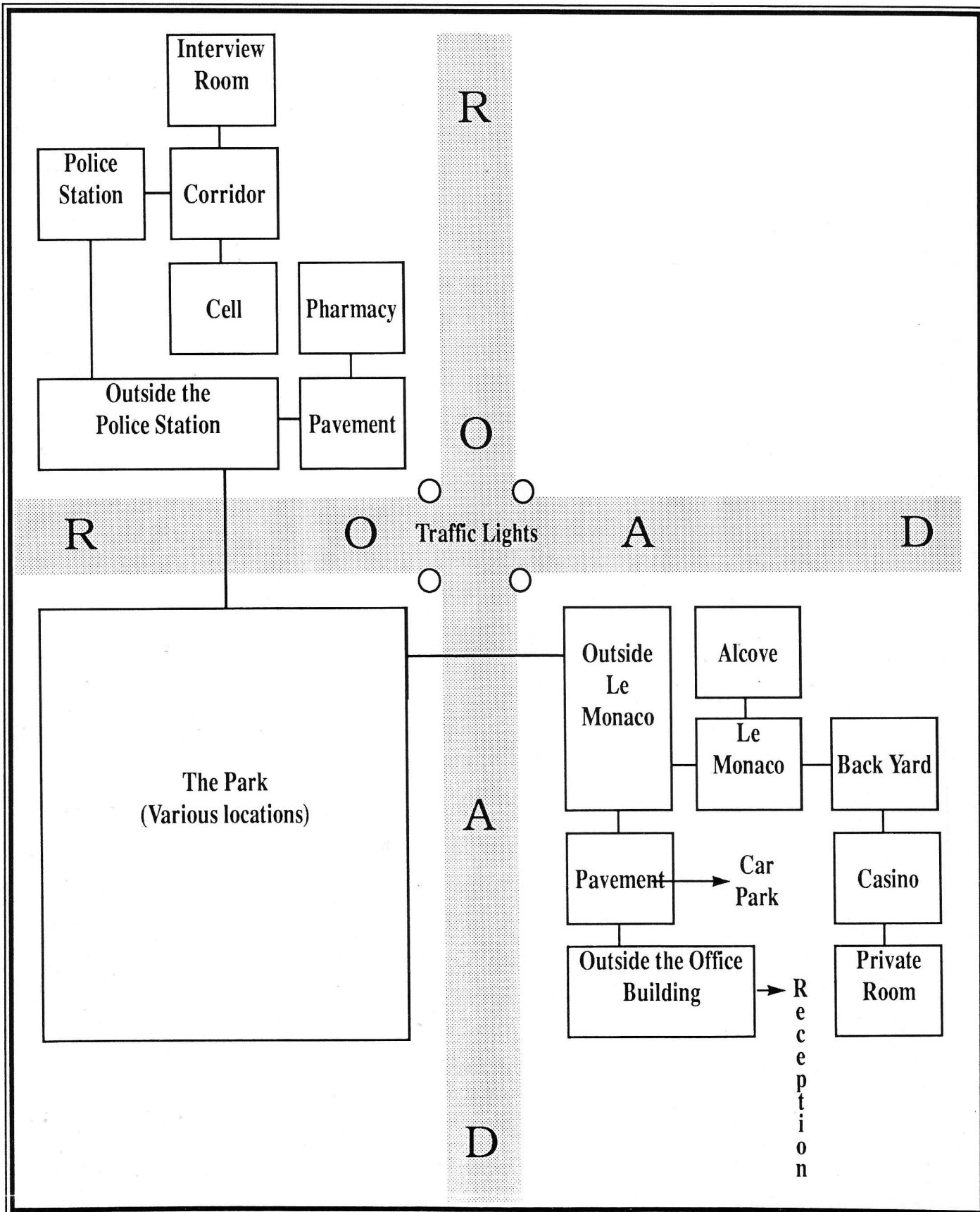
Corruption : Map One

Office Building



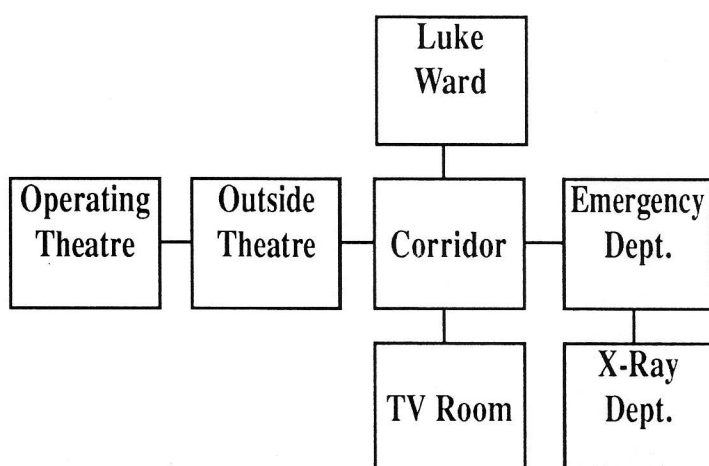
Corruption : Map Two

Outside the Office



Corruption : Map Three

The Hospital



The Hospital section is isolated from the rest of the map, and entry is by accident. The clue sections cover this under the general location title: HOSPITAL.

Departure to Police Station

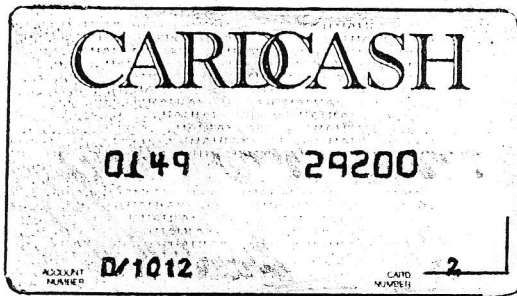
SECTION ONE

After referring to the map, find the room in which you are experiencing a particular problem and look it up on the list below. All the rooms are in alphabetical order and each one has a number of questions related to it. Choose the question which is closest to your problem and turn to the same reference in Section Two.

This section is linked with Section Two. For example: If you are baffled by the use of an iron key in the Mortuary, glance

down to that heading to find the question '(i) How do I use the iron key here?' Then look up MORTUARY (i) in Section Two.

If there seems to be no reference to the object or problem you are experiencing, it is not important and you are wrong in your assumptions. Do not read all the references to rooms you have not visited as this may give away certain surprises later in the game. In cases where there are two locations with the same name, they have been given a unique number to distinguish them.



BACK YARD

- (1) How do I get through the wooden door?

BATHROOM

- (1) Should I use the facilities?
- (2) What about the cubicle?

BMW

- (1) Where should I drive it?
- (2) What else should I do?

CAR PARK

- (1) How do I get into the Volvo?
- (2) How do I get into the BMW?

CASINO

- (1) Should I have a gamble?
- (2) What else can I do?

CELL

- (1) Is there anything I should do in here?
- (2) Can I escape?

DAVID'S OFFICE

- (1) How can I get in when David's not around?
- (2) What should I do inside?

HOSPITAL

- (1) How do I get out without being killed?
- (2) What should be my strategy to escape?
- (3) Is there anything in the hospital I should take with me?

HUGHES' OFFICE

- (1) How can I get in?
- (2) What should I do in there?

INTERVIEW ROOM

- (1) How do I get inside?
- (2) What should I do once I have got there?

MARGARET'S OFFICE

- (1) Is there anything worth doing in here?

MY OFFICE

- (1) What should I do in there?

OUTSIDE

- (1) How can I avoid being involved in an accident?
- (2) What should I do in the park?

PHARMACY

- (1) What should I do here?

POLICE STATION

- (1) What should I do there?
- (2) When should I do this?
- (3) How can I get arrested if I want to?

PRIVATE ROOM

- (1) What should I do when I first enter?
- (2) What should I do on my second visit?

RESTAURANT

- (1) Should I do anything special?
- (2) When should I leave?
- (3) Is there anything else I should do?

THERESA'S OFFICE

- (1) How do I get the letter from the bin?
- (2) Is there anything else I should do in there?

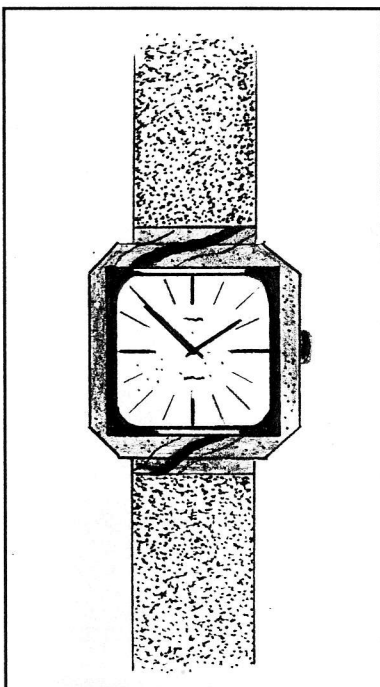
VOLVO

- (1) Where should I drive it?



SECTION TWO

Please refer to this section only after finding the appropriate starting reference in Section One, as this section contains answers to the questions found there.



(2) What else should I do?

BACK YARD

(1) The matchbox will only get you as far as the back yard from the restaurant. Knock on the wooden door and show the bouncer the chips when he answers.

BATHROOM

(1) Feel free!
(2) Go in, open the cistern and have a look inside.
(a) What should I do about it?

BMW

(1) Anyway you can!
(2) Get the screwdriver.
Use the stereo later, when

you have a tape to play.

(a) Where is the screwdriver?

CAR PARK

(1) Break the window of the Volvo
(a) How do I break the Volvo window?
(2) It is your car - you have the keys!

CASINO

(1) Why not, if you enjoy a flutter!
(2) Talk to the teller. Ask him about chips.

CELL

(1) Make the most of the opportunity!
(a) Is McNally important?
(b) Do I need the matchbox?
(c) How can I get the matchbox?
(2) Yes. But you will thereafter be a wanted man!

DAVID'S OFFICE

(1) Unlock the door with the brass key.
(a) Where is the key?
(b) How can I get the key?
(2) Move the TV set.
(c) How can I open the safe?

HOSPITAL

(1) It's mainly a question of timing.
(a) How do I get the timing right?
(2) Disguise yourself as a patient about to be discharged.
(b) How do I find out about him?
(c) How do I fool the staff into believing I am him?

Look up the correct location name and the answer will be found under the same numeral code. This will give you a subtle hint - if you are still none the wiser, refer to the letter code and turn to Section Three.

(3) Take Boris the cuddly polar bear

(d) Why should I take him?

HUGHES' OFFICE

(1) Just walk in.
(a) But how when Hughes is inside?
(b) And how when it's locked?
(2) Get and read a magazine, and take the contents of the desk drawer.
(c) How can I open the drawer?

INTERVIEW ROOM

(1) You can visit this room if you have just escaped from the Cell. But otherwise, you will be shown in by the sergeant at the appropriate time.
(2) If the room is empty, you are wasting your time inside it. If the Inspector is there, present all the evidence you need to incriminate the villains and to exonerate yourself.
(a) What evidence do I need?
(b) How do I present it?
(c) Why do I keep getting arrested whilst presenting the evidence?

MARGARET'S OFFICE

(1) Yes, you can eavesdrop on 'phone calls.
(a) When is it worth listening in?

MY OFFICE

(1) Take the contents of your cabinet before someone else does!

OUTSIDE

(1) You need an accident to get yourself into hospital
(a) Why should I want to go to hospital?
(2) Take a stroll if you wish

PHARMACY

(1) Forget it. It's a red herring.

POLICE STATION

(1) Tell the sergeant about the coke.
(2) Not until you have collected all the evidence.
(a) What evidence do I need?

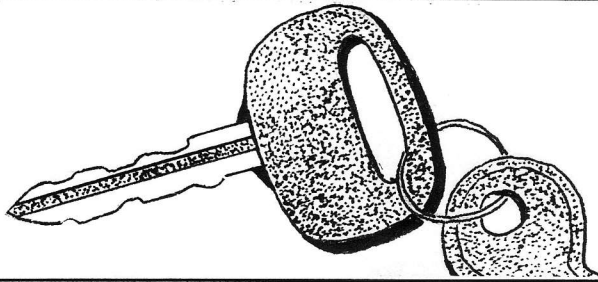
2 KNIGHT STREET
HERTS.

0-5-6

Pay or order

J D KNIGHT ESQ

1001 756 9055



(3) Hit the sergeant!

PRIVATE ROOM

- (1) Take the note of what Charpontier is saying. You can do nothing else as you are shown outside when he has finished with you.
- (2) Give Charpontier the document, and await developments!
- (a) I did that but I got shot!

RESTAURANT

- (1) You can talk but there's no need
- (2) After Jenny
- (3) Yes! Show something to the waiter!
- (a) What should I show him?

THERESA'S OFFICE

- (1) Wait until Theresa leaves the room.
- (2) Listen in on a 'phone call
- (a) When?
- (b) Is there still more to do here?

VOLVO

- (1) Nowhere!
- (2) Take the folder you see inside.

BATHROOM

SECTION THREE

Please refer to this section only after finding the appropriate starting reference in Section One, as this section contains answers to the questions found there.

Look up the correct location name and the answer will be found under the same numeral code. This will give you a subtle hint - if you are still none the wiser, refer to the letter code and turn to Section Three.

- (a) Check it out just immediately before and after David goes into the cubicle. Do NOT take it!

BMW

- (a) In the glove compartment.

CAR PARK

- (a) With a screwdriver from the BMW.

CELL

- (a) Not directly - only as a source of information that you might be able deduce without his help.
- (b) No. But obtaining it may be useful in helping you to find

and enter other important locations.

- (c) Persuade McNally to escape.

DAVID'S OFFICE

- (a) In the drawer in Theresa's desk
- (b) When Theresa is not in her office
- (c) Turn the dial four times with the stethoscope on the safe.

HOSPITAL

- (a) Replay this section a number of times and note the movements of people. Then avoid them.
- (b) Read the papers on the empty bed - and then take them.
- (c) Cover your head with bandages from the bed outside the operating theatre, and then get into it.
- (d) Examine him and you'll find out!

HUGHES' OFFICE

- (a) You can't
- (b) Examine the door and slide your credit card in the latch
- (c) With the screwdriver

INTERVIEW ROOM

- (a) Affidavit, certificate, tape, full ledger and amended ledger, receipts, cheque and envelope.
- (b) The order is extremely important. Tell the inspector about each item, and give it to him when he asks for it. In general follow the line of the conversation.
- (c) You are doing it in the wrong order, or a vital piece of evidence is missing.

MARGARET'S OFFICE

- (a) At 11:25.

OUTSIDE

- (a) To get a stethoscope

POLICE STATION

- (a) See Section Three, INTERVIEW ROOM (a)

PRIVATE ROOM

- (a) Because you didn't have the Police backing you up. You must present the evidence first (see INTERVIEW ROOM), then lead the Police there.

RESTAURANT

- (a) Show him the matchbook or the chips.

THERESA'S OFFICE

- (a) 12:10
- (b) Get the key to David's office from Theresa's desk drawer.



LIST OF OBJECTS

OBJECT	LOCATION	USE
AFFIDAVIT	Inside folder	Evidence
BORIS	In TV room in hospital	What he is wearing
BRASS KEY	Drawer in Theresa's desk	Opens David's office
BRIEFCASE	Yours	Useful container
CAR KEY	Yours	Opens the BMW
CERTIFICATE	Cabinet in your office	Evidence
CHEQUE	Inside envelope	Evidence
CHIPS	Safe in David's office	Entry to Casino
CREDIT CARD	Yours	Opens Hughes' door
DOCUMENT	Drawer in Hughes' desk	Give to Charpontier
ENVELOPE	From Margaret	Evidence
JACKET	Yours	None
FOLDER	Volvo in car park	Contains affidavit
LEDGER - AMENDED	Cabinet in your office	Evidence
LEDGER - FULL	Safe in David's office	Evidence
LETTER	Theresa's wastebasket	Information
MAGAZINE	In Hughes' office	Information
MATCHBOOK	Prisoner in cell	Information
SCREWDRIVER	Glove compartment in BMW	Opens Volvo and Hughes' desk drawer
STETHOSCOPE	Worn by Boris	Helps open safe
TAPE	Drawer in Hughes' desk	Evidence
WATCH	Yours	Telling the time throughout the game

SEQUENCE OF EVENTS

09:00	Game starts	11:00	Margaret leaves her office
09:07	David enters Hughes' office	11:01	David returns to the car park in his Porsche
09:08	David has conversation with Hughes	11:03	Davis and Margaret meet on stairs
09:12	David leaves Hughes' office	11:07	Margaret catches a taxi outside the office building
09:15	Margaret starts to put a cheque in an envelope	11:08	David enters his own office
09:17	David enters Theresa's office from the corridor	11:25	International 'phone call between David and Bill
09:18	Margaret has finished with the cheque	11:30	David arrives in car park
09:19	Davis enters his own office	11:31	Davis unlocks Hughes' Volvo to get something from within
09:31	David enters Theresa's office from his own office	11:37	David enters your office looking for a share certificate
09:32	David leaves Theresa's office towards the corridor	11:42	David enters Hughes' office
09:36	David enters bathroom	11:49	Margaret returns to the building in a taxi
09:38	David enters cubicle	11:55	Margaret returns to her office
09:40	David leaves cubicle	12:00	Theresa leaves her office
09:41	David leaves bathroom and heads for the car park	12:10'	Phone call between M.Carpontier and David Rogers
09:47	David leaves the car park in his Porsche	12:11	David leaves Hughes' office and heads for the car park
10:00	Theresa leaves her office towards the corridor	12:16	Theresa arrives in park
10:11	Theresa returns to her office	12:18	David leaves the car park in his Porsche
10:13	Theresa shreds letter	01:56	Jenny arrives at Le Monaco Restaurant
10:33	Cleaning woman enters Theresa's office		
10:35	Cleaning woman leaves Theresa's office towards corridor		

(NOTE: Events within the hospital and the Police Cell follow a set sequence, but the time at which they occur is an offset from the time the sequence begins, rather than a fixed clock-time. For this reason these events are not recorded below.)

Complete Solution

WARNING: Idly reading the following solution will ruin the fun of playing the game. Only use this section as a last resort. **BEWARE:** When you are looking for which of Dr. Roach's colleagues has been taken over by the Deadly Fins, please remember that it is different every time you play. This is true also of the Dimensions and computer Shutdown parts of the game too.

OPEN CABINET
TAKE LEDGER AND CERTIFICATE (David exits to Margaret's office)
NORTH
EAST
NORTH
WEST (poking your head into the Dealer's Room, learning that the Fraud Office want to see David, and then retreating. David appears)
TELL DAVID ABOUT FRAUD OFFICE
EAST
LISTEN AT WOODEN DOOR (and hear an interesting conversation)
SOUTH
WEST
LOOK (and repeat until Margaret has put a cheque in an envelope)
TAKE ENVELOPE
EAST
EAST (to the bathroom)
SOUTH (to the cubicle)
OPEN CISTERN
LOOK INSIDE CISTERN (you see a plastic bag)
EXAMINE BAG
CLOSE CISTERN
NORTH
WAIT (until David enters and leaves the cubicle)
SOUTH
OPEN CISTERN
LOOK INSIDE CISTERN (the bag has gone)
CLOSE CISTERN
NORTH
WEST
SOUTH
DOWN
DOWN
DOWN (to the car park)

OPEN BMW WITH CAR KEY
ENTER BMW
OPEN GLOVE COMPARTMENT
LOOK IN GLOVE COMPARTMENT (there is a screwdriver here)
TAKE SCREWDRIVER
OUT
CLOSE DOOR
LOCK BMW DOOR WITH CAR KEY
LOOK IN VOLVO (there is a folder inside)
BREAK VOLVO WINDOW WITH SCREWDRIVER
TAKE FOLDER
UP
UP
NORTH
WEST (to Theresa's office)
WAIT (if necessary, until Theresa leaves the room at 10:00)
TAKE LETTER AND READ IT
EAST
SOUTH
UP
NORTH
WEST
SOUTH (to your own office)
READ LEDGER
READ ENVELOPE
OPEN FOLDER
READ AFFIDAVIT
EXAMINE CHEQUE
OPEN BRIEFCASE
PUT ALL IN BRIEFCASE
CLOSE CASE
DROP CASE
NORTH (into Margaret's office)
WAIT (until Margaret leaves her office)
TAKE 'PHONE
WAIT (until you overhear a conversation between David and Bill)
EAST

SOUTH
DOWN
NORTH
WEST (into Theresa's office)
WAIT (until Theresa leaves her office)
TAKE 'PHONE
WAIT (until you hear a conversation between David and Carpontier)
EAST
SOUTH
DOWN
NORTH
WEST
NORTH
NORTH
EAST (to Le Monaco Restaurant)
WAIT (until 13:50)
WEST (to just outside the restaurant)
WAIT (until Jenny arrives)
WEST
WAIT (until Jenny leaves)
SOUTH
WEST (to outside the restaurant)
WAIT (until you are pushed into the road. You end up in hospital)
EXAMINE EMPTY BED (there are some papers on it)
WAIT (until the nurse leaves)
GET UP
TAKE PAPERS (these are on the adjacent bed, and relate to a patient about to go to a convalescent home)
SOUTH
SOUTH (to TV Room. You see Boris, a cuddly polar bear)
TAKE BORIS
NORTH
EAST (to accident and emergency department)
WAIT (and repeat until you hear a SECOND set of footsteps, then:

WAIT (once more)	READ LEDGER	WEST
WEST	GET CASE	WEST
WEST (to outside Operating Theatre. You see a bed)	OPEN CASE	NORTH
GO BED	PUT ALL IN CASE	NORTH (into the Police Station where you face a sergeant)
WEAR BANDAGE (it's on the bed)	GET CREDIT CARD AND SCREWDRIVER	TELL SERGEANT ABOUT COKE (resulting in your being taken to an interview room, and questioned by Inspector Goddard)
DROP PAPERS AND BORIS ON BED (you will be taken off in an ambulance, but you may have to WAIT for it)	CLOSE CASE	TELL GODDARD ABOUT AFFIDAVIT
EXAMINE BORIS (revealing a stethoscope - when you are in transit)	NORTH	GIVE AFFIDAVIT TO GODDARD
WEAR STETHOSCOPE	EAST	TELL GODDARD ABOUT CERTIFICATE
WAIT (until you are returned to the Police Station)	NORTH	GIVE CERTIFICATE TO GODDARD
SOUTH	EXAMINE WOODEN DOOR	TELL GODDARD ABOUT CONVERSATION
EAST (and wait for the traffic lights to change in your favour and...)	SLIDE CARD IN LATCH (opening the door)	TELL GODDARD ABOUT TAPE
EAST	EAST (into Hughes' office)	GIVE TAPE TO GODDARD
SOUTH	GET MAGAZINE	TELL GODDARD ABOUT LEDGER
EAST	READ MAGAZINE	TELL GODDARD ABOUT RECEIPTS
UP	EXAMINE DESK	GIVE FULL LEDGER TO GODDARD
UP	OPEN DRAWER WITH SCREWDRIVER	GIVE AMENDED LEDGER TO GODDARD
NORTH	LOOK IN DRAWER	GIVE RECEIPTS TO GODDARD
WEST (to Theresa's office)	GET ALL FROM DRAWER	TELL GODDARD ABOUT CHEQUE
OPEN DRAWER	READ DOCUMENT AND CASSETTE	TELL GODDARD ABOUT ENVELOPE
LOOK IN DRAWER (You find a brass key)	OPEN CASE	TELL GODDARD ABOUT CHARPONTIER (the Inspector asks you if you will help with the arrest of Charpontier)
TAKE BRASS KEY	PUT ALL IN THE CASE	YES
OPEN DOOR WITH BRASS KEY	GET TAPE AND CAR KEY	SOUTH
WEST (into David's office)	WEST	EAST (and wait until the traffic lights are right and...)
MOVE TV (revealing a safe)	SOUTH	EAST
PUT STETHOSCOPE ON SAFE	SOUTH	EAST (into the restaurant)
TURN DIAL - four times (the safe door swings open)	DOWN	SHOW CHIPS TO WAITER
LOOK IN SAFE (and you will find the following...)	DOWN	KNOCK ON WOODEN DOOR (and you are shown straight into Charpontier's office)
TAKE RECEIPTS	DOWN (to the car park)	GIVE DOCUMENT TO CHARPONTIER
TAKE LEDGER	OPEN BMW WITH CAR KEY	WAIT (and the Police rush in and arrest Charpontier. And you? You get 200 points but are charged with breaking and entering.
TAKE CHIPS	ENTER BMW	
CLOSE SAFE	PUT TAPE IN STEREO	
TURN DIAL	TAKE TAPE	
PUT TV IN HOLE	PUT TAPE IN CASE	
EAST	OUT	
EAST	CLOSE BMW DOOR	
SOUTH	LOCK BMW WITH CAR KEY	
UP	WEST	
NORTH	NORTH	
WEST	EAST (to Le Monaco again)	
SOUTH (back to the safety of your own office)	GET CHIPS	
READ RECEIPTS	SHOW WAITER THE CHIPS (he shows you outside to the yard)	
	KNOCK ON WOODEN DOOR	
	ASK TELLER ABOUT CHIPS (you are taken to a back room to meet Charpontier, and returned to Casino)	
	SOUTH	
	WEST	
	WEST (when the lights are in your favour...)	

CORRUPTION SOLUTION BOOK

Produced by John Trevillian
of Official Secrets, the Adventure, Strategy and Role-playing Club.
Written by John Molloy.
Artwork by Paul Morgan.

No. 4 in a series.

Also in this series: The Pawn, Guild of Thieves, Jinxter, Fish! and Myth.

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